

The Lady and the Tiger: Traps

A bluffing game for 2-6 players

*Upon hearing the trapped lady's plea
the tiger did not set her free.*

*He brought honey and bread,
and once she was fed*

'twas his turn to dine sumptuously.

-Peter C. Hayward

Gems used: 25 in any color

Objective:

Build stacks of traps and treasure, then win gems by risking a bid or tricking your opponent.
Collect 5 gems to win!

Setup:

Shuffle the 14 **Clue cards** together. Place 2 Clue cards to the side without looking at them.

In a 5-player game, place an additional 2 Clue cards to the side.

Deal all remaining Clue cards out equally to each player:

- In a 2-player game: **6 each**
- In a 3-player game: **4 each**
- In a 4-player game: **3 each**
- In a 5- or 6-player game: **2 each**

Look at your cards. Do not show your opponents.

Each player starts the game with 1 gem of any color. Place the remaining gems to the side. This is the **treasury**. The number of gems players have is always public knowledge

Shuffle the 4 **Door cards** together to form the **deck**.

The player who most recently caught something goes first.

Gameplay

Starting a Season:

The game takes place over a number of seasons.

At the start of each season, take 3 gems from the treasury and add them to the middle of the table.
This is the **pot**.

If there aren't enough gems left in the treasury, just add as many as possible.

Then, reveal the top Door card from the deck. This is the **goal** card.

After the goal card is revealed, players simultaneously choose a card from their hand and play it face-down in front of them. This is the start of their **stack**.

Each season, players **build** stacks and then **bid** on how many traits matching the goal card they can reveal from all stacks. If they hit their bid, they take all the gems from the pot.

You also gain gems when an opponent reveals your **traps**; cards that don't share traits with the goal card.

Beginning with the starting player and going clockwise, each player chooses whether they want to **build** or **bid**. If you have no cards in your hand on your turn, **you must bid**.

Build:

To **build**, place a card face-down on top of your stack.

Players may not look at cards in their stack.

Bid:

To **bid**, say any number higher than the current bid, up to a maximum of 13.

Players are bidding on how many **traits** matching the goal card they can reveal from all stacks, including their opponents'.

Once bidding has been initiated by any player, players can no longer **build**. Players may only **bid** or **pass**.

To **pass**, rotate your stack to the side. Once you pass, you are out of the bidding for the rest of the season.

When only one player remains, the bid is over and the remaining player must begin **revealing** cards.

Revealing:

When you are the only remaining player, start revealing cards one by one. You are attempting to reveal the number of matching traits that you bid.

You can reveal cards from the top of any stack, **including opponents'**. You can reveal the top card of any stack at any point; you do not have to complete a stack before moving to another.

Revealed cards are displayed face-up beside the stack they're revealed from.

*For example, if the goal card is a **Blue Tiger**, each **Blue Tiger** you reveal matches **2** traits. Each **Red Tiger** or **Blue Lady** you reveal matches **1** trait.*

Cards with no matching traits are **traps**.

Traps:

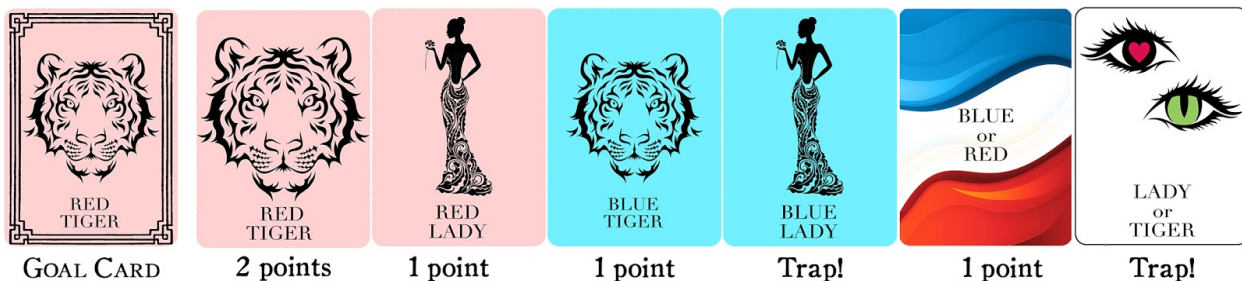
Whenever you reveal a **trap** – a card that doesn't match **either** trait– an opponent takes a gem from the pot:

- If the trap was from an opponent's stack, that opponent takes the gem.
- If the trap was from your own stack, you choose which opponent takes the gem.
You cannot choose an opponent who already has 4 gems.

If you reveal a trap from your own stack and **all** your opponents have 4 gems in their collections, return the gem to the treasury, pay 2 of your own gems into the pot, and immediately end the season.
Your opponents cannot win from you revealing your own trap cards.

Special Clue cards:

- The **Blue/Red** card only matches 1 trait.
- The **Lady/Tiger** card is always a trap.



Season End

If you do not wish to reveal further cards, you may give 1 of your own gems to an opponent with 3 or fewer gems to immediately end the season.

If you **hit or exceed your bid**, take all gems from the pot and end the season.

If you **run out of cards to reveal** or **the pot is empty**, end the season.

At the end of a season, reset the pot to 3 gems.

At the end of the season, players pick up their stack and any cards revealed from their stack. Players keep the same cards for 4 seasons.

The player to the left of the previous season's highest bidder is the new starting player.

The player on the right bid 5. Everyone else passed, and so they are now revealing cards.

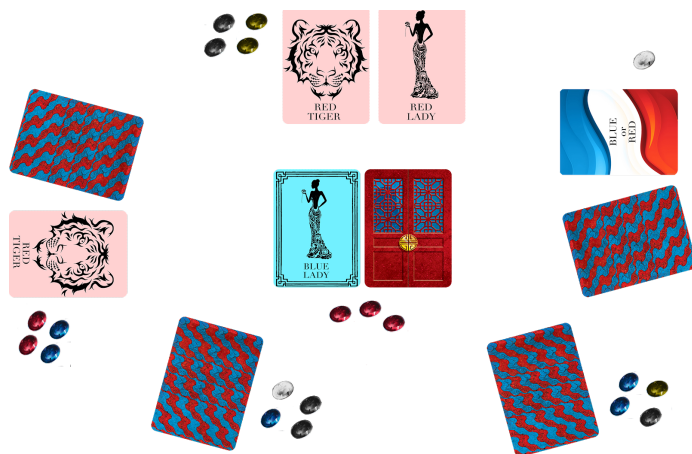
*They revealed their own **Blue/Red** card and have matched 1 trait. They revealed the top **Red Tiger** - a trap! The top player takes a gem. Then they revealed the player on the left's **Red Tiger** - another trap! They also take a gem.*

*They revealed a **Red Lady** from the top player. They've matched 2 traits now; only 3 to go. Since each of their opponents has 4 gems, they'll have to keep revealing cards, and hope they match 5 traits before hitting a trap!*

New Year:

If there are no cards in the door deck when a season begins, start a new year by shuffling the Door cards together into a new deck.

Then, shuffle all 14 Clue cards together, remove cards at random as you did during setup, and deal each player a new hand.



Game End:

As soon as any player collects their fifth gem, they win!